

English:

Daily Phonics/ Spelling Grammar: we are learning the alternative sounds/spelling patterns for sounds we have already learnt.

The books we are focussing on in English sessions are 'The Odd Egg and Leo and the Octopus' the theme is similarities and differences. The main outcomes for written work is to produce simple information texts using features of non-fiction to make Diary entries, posters and fact files. We will also be using many different fiction and non-fiction texts to explore and research the topic of animals in Science and History sessions helping us to become animal/dinosaur experts.

Maths:

This term the focus is on place value- using 1 more or less than a given number on the 100 grid, number facts-Use number facts to solve addition and subtraction word problems, addition and subtraction – by putting the larger number first and counting on, 3D shapes- recognising , naming and knowing their properties, time- knowing the order of the days of the week and months of the year and numbers and counting- count in 2's, 5's and 10's and group objects to count them.

Science:

In Year 1, we will recap on our EYFS learning about the natural world around us and making observations of animals and build on this by identifying and naming animals including fish, amphibians, reptiles, birds and mammals. Describing and comparing the structure of a variety of common animals (including humans) We will also learn about which animals are herbivores, carnivores and omnivores. We will also name, draw and label the basic parts of the human body.

R.E:

We will be exploring the themes, The Kingdom of God and Forgiveness.

PSHE:

Our themes for this term our Growing up, Health and Well- Being and exploring emotions. We will be creating a timeline of events as we have grown (links to History)

Wild and Wonderful Creatures!

P.E- Dance:

We will be learning to use a sequence of actions to create a dance to the count of eight.

Ball Skills

This term we have a P.E coach teaching the children. During this term, the children will learn to roll, throw, kick and dribble a ball with accuracy.

Catch with two hands and show control and co-ordination when dribbling a ball with their feet. Track a ball travelling towards them and finally use the skills they have been taught to play simple target games.

History:

This term we will be focussing on Mary Anning, one of the greatest fossil hunters to have ever lived and the first person to discover the complete skeleton of a Plesiosaurus. (links to our work on the United Kingdom) Recap countries and find where Lyme Regis is on the map.

We will be looking at newspaper articles and textbooks to complete research on Mary Anning and find out more information about her.

Geography:

Human and Physical Geography

Use basic geographical vocabulary to refer to key physical features-ocean, sea, weather, coast, volcano and vegetation. Create our own maps/ landscapes of animals habitats (Computing links) using the features we have learnt about.

Geographical skills and field work

Use world maps, atlases and globes to recap the United Kingdom and identify countries, continents and oceans on the world map. Also, locate on the world map where dinosaur fossils have been found. (Links with our role-play area dinosaur museum.

Computing:

This term we will be focussing on using the paint program and tools to create images of animals in the style of Henri Rousseau. We will be finding out about which tools are helpful and why, how we can change the brush sizes, use shape and colour to enhance our images. Also to create maps and landscapes of animals habitats.

Finally, to explain that pictures can be made in lots of different ways.

Art/Design:

We will be focusing on the Artist Henri Rousseau, looking at features of his paintings and creating some Artwork of animals in Henri's style. Design and make Dinosaur dioramas- creating dinosaur landscapes / habitats (link to Science), we will add a slider to make our creation come alive! Use printing and collage to explore the patterns and textures of fossils using clay.